

# Demolitionist

In your free time you are a chemist, putting together different chemicals. You have the skills necessary to unleash the chemical's inner qualities, pumping magic energy into them. The information necessary to craft bombs is restricted, so there aren't many people who craft them.

## Explosives Expert

### Alchemy

> At level 3, you gain proficiency with Alchemist's Tools and bombs, including made with the Explosives Manufacturer Feature. If you are ever given the option to gain expertise in a skill, such as from the Rogue's Expertise feature, you may instead gain expertise with Alchemist's Tools.

### Explosives Manufacturer

> Starting at level 3rd level, you may make bombs with Alchemist's Tools. You may work for one hour and spend a certain gp amount worth of specific materials to make a bomb. Some bombs require extra time to make, as noted in the description. Bombs are stored in vials. When you get to higher levels, you are able to make better bombs. If a bomb mimics a spell, it requires no material components when used or concentration. At the end of the time required, roll a check using Alchemy Tools. The DC will be in the description of each. You may spend twice as much time as required to have advantage on the check.

#### > > Gnomish Fire

##### > > > Level 3

##### > > > 25 Gp

##### > > > DC 15

> > > Acts as Alchemist Fire, but will burn on water.

> > > You may instead deal half of your Sneak Attack dice (rounding down).

#### > > Acidic Substance

##### > > > Level 3

##### > > > 25 Gp

##### > > > DC 15

> > > Deals 2d6 Acid damage. 2d8 Acid damage to wood and metal.

> > > You may instead deal Sneak Attack dice (rounding down). You may replace up to two of your d6s with d8s if dealing damage to wood or metal.

#### > > Evaporation

##### > > > Level 3

##### > > > 50 Gp

##### > > > DC 15

> > > Makes water evaporate. Evaporates 5 gallons of water. Acts as Holy Water to Water Elementals.

> > > You may deal half of your Sneak Attack dice (rounding down) in damage instead of what it would normally deal when acting as Holy Water.

> > Fog

> > > Level 3

> > > 50 Gp

> > > DC 15

> > > Casts Fog Cloud centered on the 5 by 5 spot where the bomb explodes.

> > Darkness

> > > Level 9

> > > 75 Gp

> > > DC 20

> > > Casts Darkness centered on the 5 by 5 spot where the bomb explodes.

> > Paralysis

> > > Level 9

> > > 100 Gp

> > > DC 20

> > > Makes an odor that encompasses a 5 foot by 5 foot square. Anyone that starts their turn in or enters the area affected by this bomb act as if Hold Person has been cast on them. The DC for this is 8 + your proficiency bonus + your Intelligence modifier. This odor lasts for a number of turns equal to Hold Person.

> > > This must completely encompass a character to affect them. (If you are larger than Medium it won't affect you.)

> > Plant Overgrowth

> > > Level 13

> > > 125 Gp

> > > DC 25

> > > After three rounds, all plants within a 100 feet radius of where the bomb explodes become thick and overgrown, as in the Plant Growth spell.

> > Anti-Magic

> > > Level 17

> > > 300 Gp

> > > DC 30

> > > This requires twenty-four hours of work, which do not have to be consecutive. Each session of work must be at least one hour of work and does not count as a short rest.

> > > Dispel Magic is cast on the target of the bomb attack. It is cast as a 9th level spell, with a save DC of 21 and a spell modifier of +13.

### Minor Magic

> Starting at 9th level, you have worked out the basics of real magic. Choose three cantrips and two level one spells. You know those. At level 13 choose one level 2 spell which you then learn. At level 15 you choose one level 3 spell to learn and at level 17 you choose one level 4 spell to learn.

> Any spell you get from Minor Magic that isn't a cantrip you may cast once, then you must take a Long Rest before doing so again. You use Intelligence for your spellcasting stat.

### Taint of Magic

> Starting at 13th level, you have been working with bombs for so long that the taint of magic has rubbed off on you. You can see normally in darkness, both natural and magical, to a distance of 30 feet.

### Reaction Purge

> Starting at 17th level, you have perfected the art of the bomb. You have become so good at making bombs that you can expel magical energy straight into a target, although this is very draining. You may do the following if you hit a living creature with an unarmed attack. This replaces the normal damage you would deal. You may do once, and then you must take a Short Rest or Long Rest to do so again.

> > You deal any amount of Radiant damage up to your level times your Intelligence modifier to the target that cannot be negated. You take an equal amount in Necrotic damage that cannot be negated.

> In addition, when a living creature hits you with a melee attack, you may, as a reaction, make an unarmed attack as long as they are within 5 feet of you. You must use Expel Life for this attack. This can be used even if you have already used the feature, and doesn't count towards your number of uses before you must take a Short or Long Rest.